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Sciencetown/December 12+13 2009

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The Car Bubble

A Notebook. Opened pages are in-game items; un-opened pages are not. You may only open pages when directed to.

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This research notebook will require the following technologies:

- Paranormal Containment
- Force Fields

Proceed to page 2.

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You're not actually a scientist! You have no idea how to make this kind of shielding technology. Maybe inspecting Sciencetown's shield projectors would be elucidating.

Find each of Sciencetown's four shield projectors, and spend a minute at each one inspecting it very carefully. When you're done, go to page 3

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Well, that gave you some clues. Maybe talking them over with Egon Spengler, noted containment system expert, would help straighten things out.

Concoct an appropriately Mad-Science theory about how the shield generators work, spend at least 30 seconds explaining it to Egon, and request his opinion on the matter. Once you've heard from him, go to page 7

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Required Technologies: Paranormal Containment

At this point, you've got a rough idea of what's going on. Time to hit the lab to understand some of the theory. Research the required technology, and then procede to page 5

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Time to test your newfound knowledge of paranormal containment. Procede to the Paranormal Laboratory and, concentrating your very hardest on not being spooked, enter the Haunted House. Once you're in there, turn to page 6

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Ah, shit! Spooky ghosts! You were *not* quite ready for this! Flee from the haunted house in terror of the ghosts. Spend one minute being spooked out, and then open page 7.

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Required Technologies: Force Fields Your terrifying experience with the ghosts has taught which aspects of the technology you didn't quite understand. You're ready to build this thing.

Research Force Fields, find the following materials, and then open page 8.

- A 900V battery (59160)
- A pair of pliers

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Find any other character to lend you a pair of hands, and bring them down to your car. If your car is gone for any reason, pick some other car. It'll have to do. Have both of you spend one minute together tinkering with the car. When you're done, destroy the battery, and turn to page 9.

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Before you're totally done, announce your mad plans to the world, per the Research Greensheet. Then see the GMs to receive your μ Shield-Projector (91378).

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